PRODUCT OVERVIEW

A uniquely complete interactive 3D experience where the user is invited to build and to play in a very much alive Lego town. The user is a citizen of this town and is immersed in continuos role playing adventures and creative problem solving activities where "fun" is the operative word. It is easy to play but difficult to master.

INTRODUCTION

The product starts with an intro animation. The Lego logo is center screen. It rotates forward. The other side is the title logo for the product. Once in position, it rotates forward. The other side is a window . Lego bricks come flying out, very rapidly, very explosively, towards the viewer and off screen. The window now rotates forward. The other side is a Lego building base. View zooms forward and slightly rotating as a fast-build occurs. A building is in place. The view pulls back and rotates upwards to a "bird's-eye" view revealing a town on an island. The view now zooms forward, towards the town. A police helicopter passes from off screen from viewers perspective. Once the view has arrived at street level an animated Lego car appears and an animated cursor appears and selects it. The view is now first person behind the dash of the vehicle. The vehicle now speeds off down a road that introduces the user to a rapid demo presentation. Vehicles, people and action are dramatically in progress. The car stops in front of the hotel. The door opens. The view exits car and enters the hotel lobby. The user is greeted by the hotel concierge. "Hello and welcome to Lego town...". Music and sound effects play an important role from the start. Map of the town is visible. Interface features are introduced. The concierge describes the town. The user is requested to register. This is the users logon name for saving and restarting. Once the user is registered, the product begins. The view rotates and the user is now outside free to select or explore. What ever is selected, is activated. When the user selects a person, the user is that person. When a user selects a vehicle, he or she is behind the dash ready to go to discover , play and interact with the program features.

PROGRAM FEATURES

Build View, Design / Layout View, Game / Mission View, Explore View, Mission Editor View, Environment, Inventory, Rewards, Hotspots, Surprises, Interface (Switching from View to View), The town, The Store, Museum, Factory, Special Features.

Views

Explore

- Third person perspective view of the whole town
- Click on where to go
- City is fully active
- Game starts here

Editing Views

Build

- Build objects brick by brick
  - Buildings, people, vehicles
  - Drag & Drop pieces/assemblies into the space
  - Rotate and position pieces
- Edit
- Repair
- Save / Save As (save to floppy)
- 3D Cube-like environment
- Group & Ungroup operations
  - save to inventory

- Select Colors

Design / Layout

- Top view of the town plan
- Select and place building bases
- Select and place pre-fabs (supplied or created)
  buildings, vehicles, people,etc.

Character Design

- Customize people categories
- Select faces, clothes, roles

Mission Editor

- Capture activity from game / mission
- Save

Decal Editor

- 2D bitmap editor for faces, signs, etc.

Games / Mission

- First person
- Assume role / function
- Select person
- Accomplish goals / levels
- Explore
- Earn rewards
- Drive Vehicles

  2D control panel
  Start on auto pilot / tutor
  earn licenses
- Missions

  1) Task specific missions (per job)
  2) Problem specific (any citizen can solve)
  Missions are presented in level structure with advancing complexity.
  Rewards follow successful completion of each level.
- Roles / Citizens

  POLICE

  motorcycle cops, squad car driver, paddy wagon driver, Helicopter pilot, criminologist, police boat captain, prison guard

  TRICKSTER

  The Lego town bad guy

  HOTEL STAFF

  Speed boat driver, Life Guard, Guest (lounging, swimming, hiking, fishing), Chef

  MARINA

  Jet skiers, Boat race judge, Coast guard, Dune Buggy Drivers

  SEA SIDE VILLA

  Yacht Captain, Guests (dinning, lounging), Chef

  SNAKBAR

  Owner

  RESTAURANTE

  Chef, Musicians, Guests

  HOSPITAL

  Ambulance driver, Nurses, Patients

  SUPERMARKET

  Delivery person, Cashier, Customer

PIZZARIA

Pizza maker / owner

GAS STATION

Service Attendant, Mechanic, Owner / Manager

UNIVERSALS

Motorcycle, Dunebuggy, Bicycle, Push cart Person, Hot Rod Driver, Jeep Driver

Parrot, cat, shark

Mission Examples:

Rewards

- Licenses to operate vehicles
- Extra bricks
- LEGO bucks (internal use)
- LEGO bucks (discount coupons)

Hotspots / Surprises

Available throughout all views

- secret passages, keys to locked doors, extra pieces
- misc. items when selected will perform.

  phones, Tvs, radios, drawers, etc.

Inventory

- *N* Universal sets
- Police set
- Pre-fab structures

  Vehicles, building, houses, hotspots, people, animals,decorations

Levels

Town

Special Features

- Print
- Video / ads
- Tours
- Information / facts

Interface design (switching from view to view)